REMARKS

The Office Action dated October 16, 2009, has been carefully reviewed and the foregoing Amendment has been made in consequence thereof.

Claims 1-16, 18-28, and 30-47 are now pending in this application. Claims 1-16, 18-28, and 30-47 stand rejected.

The rejection of Claim 45 under 35 U.S.C. § 112, second paragraph, as being indefinite is respectfully traversed. Claim 45 has been amended to recite "the selected bonus game triggering criterion includes a first bonus game triggering criterion, and the selected visual activity includes a first selected visual activity, the method further comprising...." Applicant submits that Claim 45, as amended, clearly recites the claimed subject matter.

Accordingly, for at least the reasons set forth above, Applicants respectfully request that the Section 112, second paragraph, rejection of Claim 45 be withdrawn.

The rejection of Claims 1, 14-16, 34-39, and 41-46 under 35 U.S.C. § 103(a) as being unpatentable over U.S. Patent 6,884,173 to Gauselmann (hereinafter referred to as "Gauselmann") in view of U.S. Patent Publication No. 2004/0219962 to Vancura (hereinafter referred to as "Vancura") is respectfully traversed.

Initially, Applicants respectfully traverse the Official Notice on page 4 of the Office Action. Official Notice may be used for "facts . . . capable of such instant and unquestionable demonstration as to defy dispute...." See In re Ahlert, 424 F.2d 1088, 165 USPQ 418, 420 (CCPA 1970). Applicants submit that the Official Notice asserted on page 4 of the Office Action does not include facts that are capable of instant and unquestionable demonstration as to defy dispute. More specifically, Applicants submit that the assertion that it is a "fact that in the art, games and bonus games are known to complement base games . . . Therefore, Gauselmann's disclosure of a remote game configuration also applies to remote base and bonus game configuration" is not a fact that is capable of instant and unquestionable demonstration as to defy dispute. Applicants submit that there is no support provided to link

the offer of a bonus game that complements a base game to remotely configuring a bonus game. Accordingly, Applicants submit that the Official Notice taken in the Office Action is improper.

Moreover, Applicants respectfully traverse the assertions on pages 4 and 5 of the Office Action that Gauselmann describes the Applicants' claimed invention. Specifically, Applicants respectfully traverse the assertion that Gauselmann describes "selecting *at a configuration workstation* . . . at least one of a plurality of possible criteria displayed in a list . . . to thereby define a criterion related to at least one of a base {bonus} game . . . selecting . . . *at the configuration workstation* at least one of a plurality of possible visual activities displayed in a list . . . selecting *at the configuration workstation* at least one of a plurality of special features and {plurality of} award methods that define a bonus game outcome...." (Emphasis added.) Rather, Applicants submit that at column 4, lines 3-45, Gauselmann describes that each selection is made *at a gaming machine* and stored in a configuration server. Alternatively, at column 4, lines 55-60, Gauselmann describes that each selection may be made at an operator interface, but only when a separate server is used to emulate the gaming machine. Applicants submit that the term "gaming machines," as used in Applicants' specification at, for example, paragraphs [0033] – [0040], defines an electronic gaming machine as having a machine communication interface (MCI) for controlling three reels that spin in response to a pull on a handle or actuation of a spin button such that, in response to a special bonus indicator that appears on one or more payline, a secondary bonus game is initiated by the MCI. Accordingly, Applicants submit that Gauselmann does not describe nor suggest selecting the recited elements at a configuration workstation for use by one or more gaming machines, as defined in Applicants' specification.

Furthermore, independent Claim 1 has been amended to recite "selecting at the configuration workstation at least one of a plurality of award methods, wherein each of the plurality of award methods defines a method used to determine an item of value to be awarded...." Claims 34, 41, 43, and 46 have each been similarly amended. Such a recitation is described in Applicants' specification at, for example, paragraph [0090] and in Table 3. Specifically, paragraph [0090] defines an award method as "the method the computer uses to

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choose a value to award to the customer through the interface." Table 3 lists two examples of such award methods. A "Win Item" is defined as "[a] random number is chosen based upon a probability weighting. The random number is associated with an item of value, i.e., coins, comps, etc." A "Script Method" is defined as "[a] random number is chosen based upon a probability weighting. The random number is associated with an item of value. The item of value could be awarded over several smaller sessions that add up to the total value."

Applicants submit that Gauselmann does not describe nor suggest such a recitation. Rather, Gauselmann merely describes selecting number of paylines, a bet per payline, and an average payout percentage. For example, at column 4, lines 27-37, Gauselmann describes that:

> In the illustration of FIG. 6, the possible parameters offered by the menu include whether the game type is a free game type or a credit version . . . Other parameters include the acceptable denominations of coins or bills, the number of video reels displayed, the number of paylines, the bet per payline, the average payout percentage....

However, the above-described parameters described by Gauselmann do not include a plurality of award methods that each defines a method used to determine an item of value to be awarded. Accordingly, Applicants submit that Gauselmann does not describe nor suggest selecting, at a configuration workstation, at least one of a plurality of award methods, wherein each of the plurality of award methods defines a method used to determine an item of value to be awarded.

In addition, Applicants respectfully traverse the Examiner's assertion that the combination of Gauselmann and Vancura describes Applicants' invention as claimed. Rather, Applicants submit that a method or system arrived at by combining features of Gauselmann and Vancura would be inoperable as described by the Examiner and, as such, cannot describe Applicants' claimed invention. Specifically, the Examiner asserts on page 6 of the Office Action that Vancura describes "a system and method for a player to customize a casino game . . . wherein a player may choose 'an aspect of the bonus game (such as, one of several games or one of several options within a game) preferably before initiating lay on the

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base game, during play of the base game, or at entry to bonus play' . . . by selecting 'choices presented on a video touchscreen'....'' The Examiner further asserts on page 8 of the Office Action that "[i]t would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the customized bonus game specific to a player playing a base game, displayed menu lists of triggering icons, and activation of the bonus game with the visual activity as taught by Vancura into the teachings of Gauselmann in order for an operator working remotely to use the additional selection menus to configure a bonus game...." However, Vancura does not describe nor suggest selecting *at a configuration workstation* at least one of a plurality of possible visual activities displayed in a list for presentation on the bonus game display area of the gaming machine to which the triggering criterion is relation. Rather, Vancura describes a gaming machine that enables a player to choose aspects of a bonus game *at the gaming machine*, prior to starting play of a base game.

Gauselmann describes a configuration technique for a gaming machine (10) that is coupled to a configuration server (60) and a plurality of operator interfaces (58, 59) via a network. An initial configuration must be completed by a casino attendant, including opening a front door of the gaming machine (10) and setting the gamine machine (10) to a configuration mode. The casino attendant enters the configuration of the gaming machine (10) using a touch screen (12). For example, the casino attendant selects one of a plurality of games to be presented by the gaming machine (10), and game parameters including whether the game type is a free game type or a credit version, acceptable denominations of coins or bills that will be accepted by the gaming machine (10), a number of video reels to display, a number of paylines to display, bet amounts that may be made on each payline, an average payout percentage, currency exchange rates, and sound levels. When the casino attendant has completed the initial configuration, the gaming machine (10) uploads the configuration to the configuration server (60) for storage. Thereafter, the casino attendant uses the operator interfaces (58, 59) to specify which gaming machines (10) are to use which stored configurations. The specified gaming machines (10) download the configuration from the configuration server (60) and apply the parameters accordingly.

Vancura describes a method of enabling a player to customize a casino game. Before playing a base game, the player is offered the choice of a plurality of aspects of bonus play from which to pre-select at the gaming machine. The player may choose trigger symbols that signify entry to bonus play. Moreover, the player may choose a type of bonus game to play at the gaming machine, should the player qualify. Further, the player may choose a monetary value and/or a difficulty of the bonus game played at the gaming machine.

Claim 1 recites a method for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, wherein at least some of the gaming machines are of a type having a base game display area and a bonus game display area, and wherein the method comprises "selecting at a configuration workstation coupled to the gaming machines over the network at least one of a plurality of possible bonus game triggering criteria displayed in a list to thereby define a bonus game triggering criterion related to at least one of a base game and the bonus game . . . selecting at the configuration workstation at least one of a plurality of possible visual activities displayed in a list for presentation on the bonus game display area of the gaming machine to which the triggering criterion is related . . . selecting at the configuration workstation at least one of a plurality of award methods, wherein each of the plurality of award methods defines a method used to determine an item of value to be awarded...."

No combination of Gauselmann and Vancura describes nor suggests a method for an operator of networked gaming machines to remotely configure a bonus game, as recited in Claim 1. More specifically, no combination of Gauselmann and Vancura describes nor suggests selecting, *by an operator using respective lists at a configuration workstation* coupled to a gaming machine over a network, at least one of a plurality of possible bonus game triggering criteria, at least one of a plurality of possible visual activities, and at least one of a plurality of possible award methods, wherein each award method defines a method used to determine an item of value to be awarded. Rather, Gauselmann describes completing an initial configuration at a gaming machine, storing the configuration parameters in a server, and specifying additional gaming machines, via an operator interface, to which the configuration parameters should be applied, and Vancura describes a gaming machine that

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enables *a player* to choose aspects of a bonus game *at the gaming machine*, prior to starting play of a base game.

Accordingly, for at least the reasons set forth above, Claim 1 is submitted to be patentable over Gauselmann in view of Vancura.

Claims 14-16 and 45 depend from independent Claim 1. When the recitations of Claims 14-16 and 45 are considered in combination with the recitations of Claim 1, Applicants submit that dependent Claims 14-16 and 45 likewise are patentable over Gauselmann in view of Vancura.

Claim 34 recites a method for remotely configuring a gaming machine over a network from a configuration computer, wherein the method comprises "operating a bonus configuration program on a configuration computer remote from the gaming machine, the configuration program including a rule generator comprising a plurality of lists including selectable bonus promotion criteria that are specific to a player playing the gaming machine, including: a plurality of possible bonus game triggering criteria . . . a plurality of possible visual activities for display on the gaming machine when the bonus game is triggered . . . a plurality of possible award methods, wherein each of the plurality of award methods defines a method used to determine an item of value to be awarded . . . a plurality of possible items of value awarded to a winner of the bonus game...."

No combination of Gauselmann and Vancura describes nor suggests a method for remotely configuring a gaming machine over a network from a configuration computer, as recited in Claim 34. More specifically, no combination of Gauselmann and Vancura describes nor suggests operating a bonus configuration program on a configuration computer, wherein the configuration program includes a rule generator that includes a plurality of lists including a set of possible bonus game triggering criteria, a set of possible visual activities, a set of possible items of value that may be awarded, and a set of possible award methods, wherein each of the award methods defines a method used to determine an item of value to be awarded. Rather, Gauselmann describes completing an initial configuration at a gaming machine, storing the configuration parameters in a server, and specifying additional gaming

machines, via an operator interface, to which the configuration parameters should be applied, and Vancura describes a gaming machine that enables *a player* to choose aspects of a bonus game *at the gaming machine*, prior to starting play of a base game.

Accordingly, for at least the reasons set forth above, Claim 34 is submitted to be patentable over Gauselmann in view of Vancura.

Claims 35-39 depend from independent Claim 34. When the recitations of Claims 35-39 are considered in combination with the recitations of Claim 34, Applicants submit that dependent Claims 35-39 likewise are patentable over Gauselmann in view of Vancura.

Claim 41 recites a method for configuring a gaming machine of a type coupled to a network and having a base game and a bonus game, wherein the method comprises "selecting at the configuration computer one or more of a plurality of possible bonus game triggering criteria presented by the configuration program and specific to a particular player playing the base game at the gaming machine . . . selecting at the configuration computer one or more of a plurality of possible visual activities presented by the configuration program . . . selecting at the configuration computer one of a plurality of possible award methods presented by the configuration program, wherein each of the plurality of possible award methods defines a method used to determine an item of value to be awarded . . . selecting at the configuration computer one or more of a plurality of possible items of value...."

No combination of Gauselmann and Vancura describes nor suggests a method for configuring a gaming machine, as recited in Claim 41. More specifically, no combination of Gauselmann and Vancura describes nor suggests selecting, *by an operator using respective lists presented by a configuration program at a configuration workstation* coupled to a gaming machine over a network, at least one of a plurality of possible bonus game triggering criteria, at least one of a plurality of possible visual activities, and at least one of a plurality of possible award methods, wherein each of the possible award methods defines a method used to determine an item of value to be awarded. Rather, Gauselmann describes completing an initial configuration at a gaming machine, storing the configuration parameters in a server, and specifying additional gaming machines, via an operator interface, to which the

configuration parameters should be applied, and Vancura describes a gaming machine that enables *a player* to choose aspects of a bonus game *at the gaming machine*, prior to starting play of a base game.

Accordingly, for at least the reasons set forth above, Claim 41 is submitted to be patentable over Gauselmann in view of Vancura.

Claim 42 depends from independent Claim 41. When the recitations of Claim 42 are considered in combination with the recitations of Claim 41, Applicants submit that dependent Claim 42 likewise is patentable over Gauselmann in view of Vancura.

Claim 43 recites a gaming machine coupled to a network and controlled by a processor and a memory in response to a wager, wherein the gaming machine comprises a special feature indicated on a visual display that depicts a bonus event triggered responsive to a bonus rule received over a network and stored in memory, and that is generated at a configuration station coupled to the network by selecting at least one of each of "a plurality of possible bonus game triggering criteria . . . a plurality of possible special features for indication on the visual display . . . a plurality of possible award methods, wherein each of the plurality of possible award methods defines a method used to determine an item of value to be awarded . . . a plurality of possible items of value awarded to a winner of the bonus event based on the selected award method."

No combination of Gauselmann and Vancura describes nor suggests a gaming machine, as recited in Claim 43. More specifically, no combination of Gauselmann and Vancura describes nor suggests a gaming machine configured to implement a special feature according to a bonus rule generated at a configuration station, wherein an operator selects, via the configuration station, at least one of a plurality of possible bonus game triggering criteria, a plurality of possible specials features, a plurality of possible award methods, and a plurality of possible items of value to be awarded based on a selected award method, and wherein each of the possible award methods defines a method used to determine an item of value to be awarded. Rather, Gauselmann describes completing an initial configuration at a gaming machine, storing the configuration parameters in a server, and specifying additional gaming

machines, via an operator interface, to which the configuration parameters should be applied, and Vancura describes a gaming machine that enables *a player* to choose aspects of a bonus game *at the gaming machine*, prior to starting play of a base game.

Accordingly, for at least the reasons set forth above, Claim 43 is submitted to be patentable over Gauselmann in view of Vancura.

Claim 44 depend from independent Claim 43. When the recitations of Claim 44 are considered in combination with the recitations of Claim 43, Applicants submit that dependent Claim 44 likewise is patentable over Gauselmann in view of Vancura.

Claim 46 recites an apparatus for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, wherein the apparatus comprises "a configuration workstation coupled to the gaming machines over the network, including: a monitor for displaying a list of possible bonus game triggering criteria, a plurality of possible visual activities, and a plurality of award methods . . . an input device configured to: receive a selection of at least one of the plurality of possible bonus game triggering criteria to thereby define a bonus game triggering criterion related to at least one of the games . . . receive a selection of at least one of the plurality of possible visual activities for presentation on the bonus game display area of the gaming machine being played by the player to which the triggering criterion is related . . . receive a selection of one of the plurality of award methods, wherein each of the plurality of award methods defines a method used to determine an item of value to be awarded...."

No combination of Gauselmann and Vancura describes nor suggests an apparatus, as recited in Claim 46. More specifically, no combination of Gauselmann and Vancura describes nor suggests a configuration workstation that enables an operator of networked gaming machines to configure a bonus game by selecting, via an input device, at least one of a plurality of possible bonus game triggering criteria, at least one of a plurality of possible visual activities, and one of a plurality of possible award methods, wherein each of the award methods defines a method used to determine an item of value to be awarded. Rather, Gauselmann describes completing an initial configuration at a gaming machine, storing the

configuration parameters in a server, and specifying additional gaming machines, via an operator interface, to which the configuration parameters should be applied, and Vancura describes a gaming machine that enables *a player* to choose aspects of a bonus game *at the gaming machine*, prior to starting play of a base game.

Accordingly, for at least the reasons set forth above, Claim 46 is submitted to be patentable over Gauselmann in view of Vancura.

For the reasons set forth above, Applicants respectfully request that the Section 103 rejection of Claims 1, 14-16, 34-39, and 41-46 be withdrawn.

The rejection of Claims 2-13, 30-33, 40, and 47 under 35 U.S.C. § 103(a) as being unpatentable over Gauselmann in view of Vancura, and further in view of U.S. Patent 6,257,981 to Acres, et al. (hereinafter referred to as "Acres '981") is respectfully traversed.

Gauselmann and Vancura are described above. Acres '981 describes a system (10) for use in monitoring and configuring gaming devices (12-16; 22-26) connected by a network. The system (10) includes a file server (32), a plurality of floor controllers (18; 28), and a plurality of pit terminals (34). The file server (32) stores gaming activity occurring on each gaming device (12-16; 22-26). Each pit terminal (34) monitors gaming device activity in an associated pit and is also used as a security monitoring device to detect unanticipated events such as fills or payouts. Each of the interconnected gaming devices (12-16; 22-26) includes an electronic module (40) that enables the gaming device (12-16; 22-26) to communicate with a floor controller (18; 28). The electronic module (40) includes a player tracking module (44) that includes a card reader (100) for detecting a player tracking card inserted by a player for identifying the player. The electronic module (40) also includes a data communication node (42) that communicates with the floor controller (18; 28). Each floor controller (18; 28) monitors an activity level of gaming devices (12-16; 22-26) connected to the floor controller (18; 28). The floor controllers (18; 28) also issue commands to associated gaming devices (12-16; 22-26) to reconfigure their payout schedules during certain bonusing events.

Claim 1 recites a method for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, wherein at least some of the gaming machines are of a type having a base game display area and a bonus game display area, and wherein the method comprises "selecting at a configuration workstation coupled to the gaming machines over the network at least one of a plurality of possible bonus game triggering criteria displayed in a list to thereby define a bonus game triggering criterion related to at least one of a base game and the bonus game . . . selecting at the configuration workstation at least one of a plurality of possible visual activities displayed in a list for presentation on the bonus game display area of the gaming machine to which the triggering criterion is related . . . selecting at the configuration workstation at least one of a plurality of award methods, wherein each of the plurality of award methods defines a method used to determine an item of value to be awarded...."

No combination of Gauselmann, Vancura, and Acres '981 describes nor suggests a method for an operator of networked gaming machines to remotely configure a bonus game, as recited in Claim 1. More specifically, no combination of Gauselmann, Vancura, and Acres '981 describes nor suggests selecting, *by an operator using respective lists at a configuration workstation* coupled to a gaming machine over a network, at least one of a plurality of possible bonus game triggering criteria, at least one of a plurality of possible visual activities, and at least one of a plurality of possible award methods, wherein each award method defines a method used to determine an item of value to be awarded. Rather, Gauselmann describes completing an initial configuration at a gaming machine, storing the configuration parameters in a server, and specifying additional gaming machines, via an operator interface, to which the configuration parameters should be applied, Vancura describes a gaming machine that enables *a player* to choose aspects of a bonus game *at the gaming machine*, prior to starting play of a base game, and Acres '981 describes merely describes a system that includes controllers and terminals, without describing any user interaction with the controllers and terminals.

Accordingly, for at least the reasons set forth above, Claim 1 is submitted to be patentable over Gauselmann in view of Vancura and Acres '981.

Claims 2-13 and 30-33 depend from independent Claim 1. When the recitations of Claims 2-13 and 30-33 are considered in combination with the recitations of Claim 1, Applicants submit that dependent Claims 2-13 and 30-33 likewise are patentable over Gauselmann in view of Vancura and Acres '981.

Claim 34 recites a method for remotely configuring a gaming machine over a network from a configuration computer, wherein the method comprises "operating a bonus configuration program on a configuration computer remote from the gaming machine, the configuration program including a rule generator comprising a plurality of lists including selectable bonus promotion criteria that are specific to a player playing the gaming machine, including: a plurality of possible bonus game triggering criteria . . . a plurality of possible visual activities for display on the gaming machine when the bonus game is triggered . . . a plurality of possible award methods, wherein each of the plurality of award methods defines a method used to determine an item of value to be awarded . . . a plurality of possible items of value awarded to a winner of the bonus game...."

No combination of Gauselmann, Vancura, and Acres '981 describes nor suggests a method for remotely configuring a gaming machine over a network from a configuration computer, as recited in Claim 34. More specifically, no combination of Gauselmann, Vancura, and Acres '981 describes nor suggests operating a bonus configuration program on a configuration computer, wherein the configuration program includes a rule generator that includes a plurality of lists including a set of possible bonus game triggering criteria, a set of possible visual activities, a set of possible items of value that may be awarded, and a set of possible award methods, wherein each of the award methods defines a method used to determine an item of value to be awarded. Rather, Gauselmann describes completing an initial configuration at a gaming machine, storing the configuration parameters in a server, and specifying additional gaming machines, via an operator interface, to which the configuration parameters should be applied, Vancura describes a gaming machine that enables *a player* to choose aspects of a bonus game *at the gaming machine*, prior to starting play of a base game, and Acres '981 describes merely describes a system that includes

controllers and terminals, without describing any user interaction with the controllers and terminals.

Accordingly, for at least the reasons set forth above, Claim 34 is submitted to be patentable over Gauselmann in view of Vancura and Acres '981.

Claim 40 depends from independent Claim 34. When the recitations of Claim 40 are considered in combination with the recitations of Claim 34, Applicants submit that dependent Claim 40 likewise is patentable over Gauselmann in view of Vancura and Acres '981.

Claim 46 recites an apparatus for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, wherein the apparatus comprises "a configuration workstation coupled to the gaming machines over the network, including: a monitor for displaying a list of possible bonus game triggering criteria, a plurality of possible visual activities, and a plurality of award methods . . . an input device configured to: receive a selection of at least one of the plurality of possible bonus game triggering criteria to thereby define a bonus game triggering criterion related to at least one of the games . . . receive a selection of at least one of the plurality of possible visual activities for presentation on the bonus game display area of the gaming machine being played by the player to which the triggering criterion is related . . . receive a selection of one of the plurality of award methods, wherein each of the plurality of award methods defines a method used to determine an item of value to be awarded...."

No combination of Gauselmann, Vancura, and Acres '981 describes nor suggests an apparatus, as recited in Claim 46. More specifically, no combination of Gauselmann, Vancura, and Acres '981 describes nor suggests a configuration workstation that enables an operator of networked gaming machines to configure a bonus game by selecting, via an input device, at least one of a plurality of possible bonus game triggering criteria, at least one of a plurality of possible visual activities, and one of a plurality of possible award methods, wherein each of the award methods defines a method used to determine an item of value to be awarded. Rather, Gauselmann describes completing an initial configuration at a gaming machine, storing the configuration parameters in a server, and specifying additional gaming

machines, via an operator interface, to which the configuration parameters should be applied, Vancura describes a gaming machine that enables *a player* to choose aspects of a bonus game *at the gaming machine*, prior to starting play of a base game, and Acres '981 describes merely describes a system that includes controllers and terminals, without describing any user interaction with the controllers and terminals.

Accordingly, for at least the reasons set forth above, Claim 46 is submitted to be patentable over Gauselmann in view of Vancura and Acres '981.

Claim 47 depends from independent Claim 46. When the recitations of Claim 47 are considered in combination with the recitations of Claim 46, Applicants submit that dependent Claim 47 likewise is patentable over Gauselmann in view of Vancura and Acres '981.

For the reasons set forth above, Applicants respectfully request that the Section 103 rejection of Claims 2-13, 30-33, 40, and 47 be withdrawn.

The rejection of Claims 18-24 and 28 under 35 U.S.C. § 103(a) as being unpatentable over Gauselmann in view of Vancura, and further in view of U.S. Patent 6,347,996 to Gilmore, et al. (hereinafter referred to as "Gilmore") is respectfully traversed.

Gauselmann and Vancura are described above. Gilmore describes a random bonus feature that occurs during play of a base game. During the random bonus feature, three symbols (30, 32, 34) are displayed to a player, and the player is prompted to select one of the symbols (30, 32, 34). An animation is displayed to the player, wherein the selected symbol (30, 32, 34) is visually dissolved to reveal a bonus.

Claim 1 recites a method for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, wherein at least some of the gaming machines are of a type having a base game display area and a bonus game display area, and wherein the method comprises "selecting at a configuration workstation coupled to the gaming machines over the network at least one of a plurality of possible bonus game triggering criteria displayed in a list to thereby define a bonus game triggering criterion related to at least one of a base game and the bonus game . . . selecting at

the configuration workstation at least one of a plurality of possible visual activities displayed in a list for presentation on the bonus game display area of the gaming machine to which the triggering criterion is related . . . selecting at the configuration workstation at least one of a plurality of award methods, wherein each of the plurality of award methods defines a method used to determine an item of value to be awarded...."

No combination of Gauselmann, Vancura, and Gilmore describes nor suggests a method for an operator of networked gaming machines to remotely configure a bonus game, as recited in Claim 1. More specifically, no combination of Gauselmann, Vancura, and Gilmore describes nor suggests selecting, *by an operator using respective lists at a configuration workstation* coupled to a gaming machine over a network, at least one of a plurality of possible bonus game triggering criteria, at least one of a plurality of possible visual activities, and at least one of a plurality of possible award methods, wherein each award method defines a method used to determine an item of value to be awarded. Rather, Gauselmann describes completing an initial configuration at a gaming machine, storing the configuration parameters in a server, and specifying additional gaming machines, via an operator interface, to which the configuration parameters should be applied, Vancura describes a gaming machine that enables *a player* to choose aspects of a bonus game *at the gaming machine*, prior to starting play of a base game, and Gilmore describes an animation that is displayed to a player to reveal a bonus in response to selection of a symbol.

Accordingly, for at least the reasons set forth above, Claim 1 is submitted to be patentable over Gauselmann in view of Vancura and Gilmore.

Claims 18-24 and 28 depend from independent Claim 1. When the recitations of Claims 18-24 and 28 are considered in combination with the recitations of Claim 1, Applicants submit that dependent Claims 18-24 and 28 likewise are patentable over Gauselmann in view of Vancura and Gilmore.

For the reasons set forth above, Applicants respectfully request that the Section 103 rejection of Claims 18-24 and 28 be withdrawn.

The rejection of Claim 25 under 35 U.S.C. § 103(a) as being unpatentable over Gauselmann in view of Vancura, and further in view of U.S. Patent 6,231,445 to Acres (hereinafter referred to as "Acres '445") is respectfully traversed.

Gauselmann and Vancura are described above. Acres '445 describes a method for awarding a bonus award to a gaming machine (10) that is connected to a bonusing computer (38) via a network. During play of a base game when no bonus period is active, a player operates the gaming machine (10) normally by activating a spin button (14) to spin a plurality of reels to present a randomly determined combination of symbols. When a bonus period is active, the bonusing computer (38) determines an initial bonus amount and a bonus triggering event. First, the bonusing computer (38) determines the bonus triggering event by determining a Pay Line that is required to win the bonus. Second, the bonusing computer (38) determines the initial bonus amount. As the bonus period progresses, the bonusing computer (38) decrements the initial bonus amount. If the gaming machine (10) presents the Pay Line that is associated with the bonus triggering event, the player is awarded with the decremented bonus amount.

Claim 1 recites a method for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, wherein at least some of the gaming machines are of a type having a base game display area and a bonus game display area, and wherein the method comprises "selecting at a configuration workstation coupled to the gaming machines over the network at least one of a plurality of possible bonus game triggering criteria displayed in a list to thereby define a bonus game triggering criterion related to at least one of a base game and the bonus game . . . selecting at the configuration workstation at least one of a plurality of possible visual activities displayed in a list for presentation on the bonus game display area of the gaming machine to which the triggering criterion is related . . . selecting at the configuration workstation at least one of a plurality of award methods, wherein each of the plurality of award methods defines a method used to determine an item of value to be awarded...."

No combination of Gauselmann, Vancura, and Acres '445 describes nor suggests a method for an operator of networked gaming machines to remotely configure a bonus game,

as recited in Claim 1. More specifically, no combination of Gauselmann, Vancura, and Acres '445 describes nor suggests selecting, *by an operator using respective lists at a configuration workstation* coupled to a gaming machine over a network, at least one of a plurality of possible bonus game triggering criteria, at least one of a plurality of possible visual activities, and at least one of a plurality of possible award methods, wherein each award method defines a method used to determine an item of value to be awarded. Rather, Gauselmann describes completing an initial configuration at a gaming machine, storing the configuration parameters in a server, and specifying additional gaming machines, via an operator interface, to which the configuration parameters should be applied, Vancura describes a gaming machine that enables *a player* to choose aspects of a bonus game *at the gaming machine*, prior to starting play of a base game, and Acres '445 describes decrementing an initial bonus amount as a bonus period progresses.

Accordingly, for at least the reasons set forth above, Claim 1 is submitted to be patentable over Gauselmann in view of Vancura and Acres '445.

Claim 25 depends from independent Claim 1. When the recitations of Claim 25 are considered in combination with the recitations of Claim 1, Applicants submit that dependent Claim 25 likewise is patentable over Gauselmann in view of Vancura and Acres '445.

For the reasons set forth above, Applicants respectfully request that the Section 103 rejection of Claim 25 be withdrawn.

The rejection of Claims 26 and 27 under 35 U.S.C. § 103(a) as being unpatentable over Gauselmann in view of Vancura, and further in view of U.S. Patent 6,656,046 to Yoseloff, et al. (hereinafter referred to as "Yoseloff") is respectfully traversed.

Gauselmann and Vancura are described above. Yoseloff describes a method of playing a video wagering game on a reel slot machine. The game includes two or more distinct segments with different video formats and played in sequence. At least a portion of any awards or winnings obtained during a first segment may be, or must be, carried forward as a wager in a second segment.

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Claim 1 recites a method for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, wherein at least some of the gaming machines are of a type having a base game display area and a bonus game display area, and wherein the method comprises "selecting at a configuration workstation coupled to the gaming machines over the network at least one of a plurality of possible bonus game triggering criteria displayed in a list to thereby define a bonus game triggering criterion related to at least one of a base game and the bonus game . . . selecting at the configuration workstation at least one of a plurality of possible visual activities displayed in a list for presentation on the bonus game display area of the gaming machine to which the triggering criterion is related . . . selecting at the configuration workstation at least one of a plurality of award methods, wherein each of the plurality of award methods defines a method used to determine an item of value to be awarded...."

No combination of Gauselmann, Vancura, and Yoseloff describes nor suggests a method for an operator of networked gaming machines to remotely configure a bonus game, as recited in Claim 1. More specifically, no combination of Gauselmann, Vancura, and Yoseloff describes nor suggests selecting, *by an operator using respective lists at a configuration workstation* coupled to a gaming machine over a network, at least one of a plurality of possible bonus game triggering criteria, at least one of a plurality of possible visual activities, and at least one of a plurality of possible award methods, wherein each award method defines a method used to determine an item of value to be awarded. Rather, Gauselmann describes completing an initial configuration at a gaming machine, storing the configuration parameters in a server, and specifying additional gaming machines, via an operator interface, to which the configuration parameters should be applied, Vancura describes a gaming machine that enables *a player* to choose aspects of a bonus game *at the gaming machine*, prior to starting play of a base game, and Yoseloff describes a game that includes two distinct segments, wherein at least a portion of any awards or winnings obtained during a first segment may be, or must be, carried forward as a wager in a second segment.
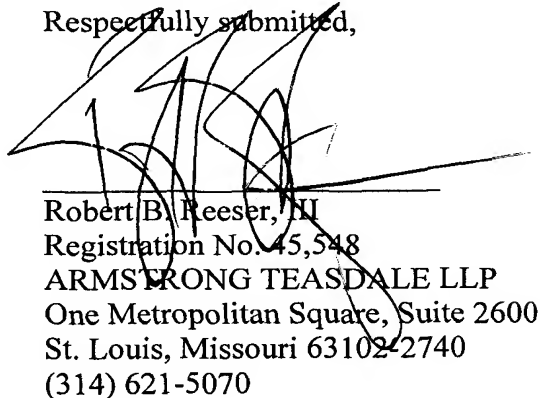
Accordingly, for at least the reasons set forth above, Claim 1 is submitted to be patentable over Gauselmann in view of Vancura and Yoseloff.

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Claims 26 and 27 depend from independent Claim 1. When the recitations of Claims 26 and 27 are considered in combination with the recitations of Claim 1, Applicants submit that dependent Claims 26 and 27 likewise are patentable over Gauselmann in view of Vancura and Yoseloff.

For the reasons set forth above, Applicants respectfully request that the Section 103 rejection of Claims 26 and 27 be withdrawn.

In view of the foregoing amendments and remarks, all the claims now active in this application are believed to be in condition for allowance. Reconsideration and favorable action are respectfully solicited.

Respectfully submitted,

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